Manual for Exodus: The Last War

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HARDWARE REQUIREMENTS

minimum

- 030 CPU
- graphic system: AGA or graphic card
- 16 MB FAST memory
- 1.5 MB CHIP memory
- CD-ROM 4x speed
- Harddisc
- AmigaOS 3.0+

recommended
- 040+ CPU
- graphic card
- 32 MB FAST memory
- 0.7 CHIP memory
- CD-ROM 8x speed

Exodus requires CyberGraphicsX system for graphics card.
If total amount of the FAST memory is minimal them game uses more CHIP memory and game works slower.

EXPLANATIONS

LMB - left mouse button
RMB - right mouse button
[X] - keyboard
[nX] - numeration keyboard

INTRODUCTION

In a few days time the first and the biggest from the thousands of Toth planet remains will hit Bataar planet and it will turn Bataar into the burning torch. The conveyors and war ships are caring Moroi technicians and the equipment. The bas ship is equipped with complicated devices necessary to open the superspace tunnel. Such a tunnel is vital to move fast and to reach the destination point. The Moroi expedition directs towards the second planet in Antares system. There is situated informal Zeld mine colony. The Moroi people exodus has started....

THE AIM OF THE PLAY

Two races fight for the domination over the strange planet. It is the main aim of the Exodus game. The player chooses the one of the races and he has to finish successfully 20 missions, which form one campaign.
Each mission means the different assignment to be done and different operation area. There are about 20 units as well as the same number of buildings at the players disposal. They are introduced gradually in dependence of the player progress.

THE GAME INSTALLATION

To install the game you have to put the disc with the game. Next you should press the installation icon and follow the program. The program installs the game in the catalogue shown by the user. Only this catalogue is used and there is no danger to put the game date in any other place of the hard disc, as well as there are not formed any other assignments. You must choose the proper option during the installation process, because the game requires a large amount of the memory (fast type).
MINI VERSION:
If you have the minimal amount of the fast memory, set up this option. (It is defaulted). A few animations will be copied in the short version.
FULL VERSION:
If you have required amount of the fast memory, set up this version. You will be able to use all date in the full version.
The date of fast memory requirements for short and full version are placed in the other part if this instruction.
ATTENTION!
In null-modem system each of the players has to have the same date version. In other case the game synchronisation will be broken down.
ATTENTION!
The program may not work if you choose the full version but you will have not enough memory.
The command INSTALLER must be in the C system subcatalogue.
The installation script is tested with the INSTALLER 43.3 version.

THE GAME DEINSTALLATION

You have to withdraw the catalogue with the game date.

SETUP - THE CONFIUGRATION PROGRAM:
To work properly, this program needs the individual parameters set-up, what is appropriate for the user configuration. There are parameters description and the instruction necessary for the correct usage.

CD-ROM parameters:
cdda device - the name of the device working with CD-ROM

The game works with the standard devices ATAPI and SCSI.
cdda unit - the port number for the CD-ROM.

language - the language version choice.

Game Screen - the game is expected to start in the lower or hire screen resolution .

Select Screen Mode - There is the choice of 2 types of screen resolution.
The lower is chosen as the first, next there is chosen the hire definition. It
is necessary to follow the instruction placed on the title selector
and choose the screen definition of described parameters.

Skip anim - the intro animation omission.

CgxFDirect - only for graphic cards. Use this option to accelerate the
game of about 25%. But be prepared for worse system work (for
example: less fluent mouse pointer movement.) Use this option with 040 /
25 MHz and more processors.

Enter task priority - to set up priority for the game task.
The null modem game parameters - null modem:
Null modem name - Write the name of the device for serial port serving.
The standard system device is serial device.
Unit - the port number for the device serving port serial.
The standard system set-up for serial device is 0.

Baud rate - the speed of date sending by port serial.
The suggested set- ups for different processors:
- for 030 processor - no more than 14400.
- The speed 28800 for 040 / 33 MHz, 38400 for 040 / 40 MHz.
- For 060 processor you can set up 57600. For controllers (drivers) faster than
serial device you can use higher speed.
Attention! Dont use too high speed for given configuration! It can cause
the transmission faults, and it finally results in the synchronisation failure.

Save - the parameters recording

Cancel - the end of the program. You can close the window to get
the same result.

START THE GAME

The EXODUS game CD must be placed in the CD-ROM. You start from
the hard disc, where the game has to be installed before.
To start the game you should press the icon with the name of the game. If you want
to use other method start from Shell. The Exodus can be used without the start
sequence. However, you have to prepare a proper start script.
For example:

SETPATCH ; there will be picture failure if you dont
use this command.

MOUNT DEVS/DOSDRIVERS/CDO ; to start CD-ROM driver of the chosen
name CD0.

ACCESS PATH/EXODUS ; your access path to the game
catalogue ends Exodus executable file.

The script can be started by the command EXECUTE. For example:
EXECUTE ACCESS PATH/SCRIPT_EXODUS

THE BEGINNING OF THE GAME START OPTIONS

Start - the beginning of the game. You have to choose the race.
Load - the choice of the game record. The game starts.
Options.
Null modem - the parameters and the start of the cable game.
Connection status - server / client
The aim of the game - (It can be set up only by the server).
a. Destroy buildings - to finish the game you must destroy all enemy buildings.
b. Destroy everything - to finish the game you have to destroy all enemy troops and buildings.
Chose the race - you can chose different races or the same.
Technology level - (server only)
a. Low. Suggested for short, uncomplicated contest.
b. Average.
c. Advanced. It is possible to play more than one day to finish the game.
The map size - (server only)
a. Small
b. Large.
The range of the contest - (server only).
a. Scenario - the game is performed according to the previous set-ups.
b. Writing - the continuation of the saved game.
If you dont have net save you should set up the scenario point.
I start the game - it is the beginning of the null modem version of the game.
I give up - the null modem version of the game is over.
The authors - the list of names.
RMB - shift is slowed down.
Exit - [Space] or LMB.
Exit - the game is over.

CONTROL OPERATION:

- Units marking:
The units are marked by LMB.

- Commands forming:
You have to point destination points and accept RMB. However, not all orders need to the destination point to be shown. The majority of the units have the enlarged commands list. The additional commands are available as the graphic symbols in the top left hand corner. You have to mark the units before.
- Buildings / troops organisation: [1..0]
Take the list of buildings / units, chose the wanted one and press 1 RMB. The raising will start there is possible to stop the process for a while and to restart it. You can give up the process RMB (to return the instalment taken) .
- The cost of the setting up process:
To find out how expensive the N object is, point the position in the buildings / troops list and press RMB.

- KEYS DESCRIPTION:

OPTIONS [F1] - to call the panel with the game options.
- The present stage of the game load [1]
- The present stage of the game save [2]
- Options [3]. The game parameters:
  The game speed [1,2]. There are 5 levels to be set-up.
  You can describe the level 3 as the normal speed.
  The scroll game area speed [3,4] .There are 7 levels. You can accept the level 4 as the normal speed.
  The screen REFRESH [5]:
  - Normal
  - Economical - the option suggested for slow processor computers.
  Sound [6] - the parameters of sound.
  Music X [7] - the choice of music from compact disc.
- The end of the mission [4] ;
  I repeat the mission [1] - the mission starts again.
  New game [2] - the game is stopped and you come back to the main menu
  Game exit [3] - the end of the game.
  Dispatch (briefing) [4] - show the aims of the game.
  The title [5] - the beginning of the game. The screen with the name of the game is shown.

GADETS TO SCROLL THE LIST OF BUILDINGS [-, =]
The fast scroll RMB.

GADGETS TO SCROLL THE LISTS OF UNITS [\, BACK SPACE]
The fast scroll RMB
THE POSITIONS ON THE MAP.
The map readout LMB [n] ... 4].
The position record RMB [SHIFT + n1 ...4].
The base localisation is recorded on the position 1 at the beginning of each mission.
KEYBOARD:
[RETURN] - to change the screen resolution.

ORDERS:
[P] - patrol
[E] - escort
[D] - detonation
[O] - defence
The order - DEFENCE causes the immediate stop of the order execution and the defending states starts. Additionally, during the fight with the enemy the unit can not leave its present position after this order. If you use any other order, the unit will chase the enemy for a time.

[B] - raising of buildings
[N] - reparation
[S] - sale
[R] - unloading
[L] - landing/ take off
OTHERS:
[A] - attacked object indication
[B] - visible buildings reparation
[Z] - the lowest energy building indication
[X] - the lowest energy unit indication
[nENTER] - point the object

[TAB] - point the next objects
[CTRL] - the attack on your own object
[SPACE] - shield/ to hide the side servicing panel - the same effect RMB on the higher panel plate (listwa panela).
[Arrows] - to scroll the game area
[n1...9] - the actual position readout (the map of the game)
[SFIFT n/, n* , n-, n+] - the groups of units marking - the units marked by box.
[F2] - graphic display NORMAL/ECONOMICAL
Economical Screen REFRESH is a not-standard innovation, which allows to accelerate the game. However, you must remember that not all of the animation frames can be seen. The laser shooting can be noticeable and the pressed gadget will not move back. This option is suggested to be used with the slow computers or playing in the high resolving power.

[F3] - the speed of the screen scroll
[F4] - sfx + music/sfx/music
[F5] - the music choice - the CD must be placed in the CD-ROM

Options available only for null modem system:

[SHIFT + F6] - the present game readout
[SHIFT + F7] - the present game record

[CTRL + Esc] - capitulation
[SHIFT + Esc] - the en of the game, you come back to the main options.
[~] - to send the message to the second player (computer)
ADDITIONAL OPTIONS:

[SHIFT + Q] - the game is totally over
[F9] - to turn on/ off the frame indication for second - fps

[F10] - to freeze the game , to move to the workbench - press close window gadget, game return

THE SHORT CHARACTERISTIC OF THE GAME:

1.The factories producing land /see units must be localizated in such a way as not to blocked the foreground where the new produced units move in. If the foreground is blocked, the new unit can not leave the factory. At the same time the factory can not produce the next units. To solve the problem you have to remove the hindrance (for example - the tree) or to remove the factory.
2. The enemy always attacks you in the given time. If you provoke him, you may be attacked much earlier.
3.The rate of building raising (by the First Factory) depends on the level of the shield.
4.The rate of building raising depends on:
a. The level of the shield (for the Factory)
b. The amount of energy in the base. If there is the total lack of the energy, the unit is built but very slowly only when the First Factory exists. The First Factory provides others with not large energy supplies.
5.The building or unit renovation costs the 25 % of the total building or unit price.
6.The Headquarter renovation is free.
7.During the building disassembly (sales) you can receive the 80 % of he building price, provided that the building is in the good technical condition - the maximal level of the building energy.
8.Build the stores to protect yourself against the loss of source overproduction. There are different stores for the ixiomit or oil.
ATTENTION! The ixiomit/ oil refineries are the kind of stores, too. Their capacity is smaller then others.
9.At the end if each mission, the bonus credits are summed up on the next mission count. They are 10% of each 1000 credits. Maximally you can have only 15 000 credits achieved during the previous mission.
10.The total amount of credits accumulated at the game is 65 500.
11.You can raise the new buildings only when:
a. The area is shield.
b. There are others buildings nearby, except Ixiomit Mines or Oil Driller
c. The are must be typical for the new building characteristic, (for example: the water area for the Oil Refinery). Considering the functions, you can built the parts o the building in some distance, far from the base installation, for example the Shipyard).
12. The base is out of order if there is the lack of energy in proportion to the needs. Use the graphic index in the upper part of the screen.
a. The buildings / units raising is slowed own.
b. The radar is out of order if the energy amount is smaller then 50 % of needs.
c. The defensive buildings stop working:
- Cannons are out of order when the amount of energy is smaller then 12 %.
- Energy Barrier stops working when the energy amount is smaller then 50 %.
d. The Ixiomit/Oil Refinery works slower.
13. Badly damaged building is out of order. In the case of the factory it stops new objects production, as well as the production of new objects can not be stopped.

You have to repair the building to stop its malfunction.
14. The Ixiomit Mines or Oil Driller can be situated only in the appropriate fields.
15. The special units continue mining in the mine free area. When units find enemy mines, they clear the area (the unit flicks).
16. The repairing unit works up to the 60 % of its energy. The reparation is free. Only the Repair Facility can service total reparation.
17. The Mobile Bridge can be situated only at the points indicated by the mouse pointer.
18. The ixiomit conveyors carry about 80 ixiomit units. 1 ixiomit unit = 10 credits.
19. The tankers carry 90 oil units. 1 oil unit = 8 credits.
20. The produced energy and energy requirements data can be found in the upper screen plate. Move the mouse pointer to the colour index.
Try to the equal amount or produce more energy then you need.
21.The First Factory building can not be sold.

BUILDINGS:

THE FIRST FACTORY - The main building. It constructs all buildings as well as itself, too. The rate of other buildings raising depends on the condition of the First Factory shield.

POWER PLANT - It provides energy. 1 electric power station produces 100 units of energy.

THE IXIOMIT MINE - It is set up on the ixiomit field. 1 ixiomit field unit = the full ixiomit conveyer = max. 80 ixiomit units. 1 ixiomit unit carried by the conveyer brings 10 credits profit.

THE HEADQUARTER - It provides new weapons. Free reparation. It is a very expensive building.

THE RADAR STATION - It shows the open area on the ordnance map and informs about the enemy attack. It scans the surrounding area and takes bearings of the enemy units assembly. It does not work if the amount of energy is smaller then 50 % of normal requirement level.

THE IXIOMIT STORE - It stores ixiomit. Its max load capacity is 120 ixiomit units.

REFINERY - The refinery converts and stores ixiomit. Its max load capacity is 100 ixiomit units.

INFIRMARY - The living individuals are dehibernated there. There is enough room for 8 dehibernated people, but the process of dehibernation takes time. The individuals are trained for soldiers, engineers. If you want to train the large amount

of people, you have to set up more infirmaries.

THE INFANTRY BARRACKS - Dehibernated individuals are trained there for soldiers or engineers.

THE LIGHT VEHICLE FACTORY - The factory produces the land, motor vehicles. The rate of production depends on the condition of the factory's shield and the amount of energy. If there is the total lack of energy (no electric power station), the unit is built very slowly.

THE RESEARCH CENTER - The scientific investigations allow to produce the better units and buildings.

THE HEAVY FACTORY - The factory produces the land, motor vehicles of improved military parameters.

THE AIRCRAFT FACTORY - The factory produces motor aircraft units.

ROCKET LAUNCHER - It is the stationary, defensive building (structure). Built a great amount of them to stop enemy attack effectively. It is out of order if the shield is badly damaged or there is lack of energy in the base (no electric power station in the area).

THE SHIPYARD - It constructs motor vessels, as well as other constructions set up on the water. It is built on the water, too.

THE ENERGY BARRIER - It is said to be defensive building, which works only in cooperation with another barrier. It strikes into the enemy units, which can be reached in two fields of force. The barrier needs more then 50 % of required energy for the base. The structure needs a lot of energy.

THE ENGINEERING VEHICLES FACTORY - It builds motor vehicles of different usage. There are unarmed vehicles, which support the armed units actions. They have weak shield. You are advised to keep them away from the battle area. What is more, you should use them only under the protection of the armed units.

THE OIL DRILLER - It extracts oil, the building is set up on the water.

THE OIL REFINERY - The plant converts and stores oil. The max load capacity is 90 oil units. The plant is set up on the water.

THE OIL STORE - It stores oil, max load capacity is 120 units of oil. The store is built on the water.

THE REPAIR FACILITY - It repairs land, motor vehicles and aircrafts. The cost of reparation- 25 % of the unit price.

UNITS

MOROI UNITS:

IXIOMIT CONVEYOR - It is the unarmed, economic unit, which transports ixiomit. The shield of the unit is weak. ATTENTION: The conveyor full of ixiomit can generate explosion.

OIL TANKER - It is an economic unit, which carries oil. ATTENTION: The tanker full of oil generates explosion.

DESTRAIDER - It is equipped with the light shield and armed with 2 small cannons. It is ideal for reconnaissance thanks to great manageability. Destraider attacks only land units, no chances to fight with heavy equipped units.

MOBIL LASER CANNON - the light fighter unit, equipped with 2 laser cannons. It can fight with land units and aircrafts, quite efficient in base defence (until defensive guns are set up).

COMBAT TANK - It has very strong shield and firepower in spite of small manageability. It is said to be ideal to attack defensive cannons. The tank can survive a very strong attack.

HOVER AIR FREIGHTER - the air fighter unit. It can attack in-land objects as well as aircrafts. The mobility is good and it has middle shield.

LIGHT INFANTRY - This is living unit, armed with laser cannon. It has weak shield. The light infantry is fast and excellent for reconnaissance.

SCKM-1S - It is shield vehicle, armed with heavy machine gun. The mobility is good.

EXTERMINATOR - It is air fighter, very effective in the combat. The very strong firepower and heavy shield as well as incredible mobility make it one of the best fighters. It attacks in- land units and aircrafts because it is equipped with 2 quick firing rocket launchers. The EXTERMINATOR is able to fight with all kind of enemy.

DRIFTING MINE - That unit approaches towards the enemy and next it destroys itself. The great power o explosion destroys everything around. The shield is rather weak. It is a very good weapon to attack the buildings or enemy assembly. The mine is no able to attack successfully if not accompanied by other units.

HELLFIRE ARTILLERY - This is the mobile racket launchers. It belongs to self propelled artillery, which is able to shot a few rackets simultaneously. The artillery belongs to long range weapons. It can attack enemy unit being out of its range. The disadvantages of this weapon are said: weak mobility and the long feeding time. What is more, it is very sensitive for short distance attack as well as for firing. Hellfire artillery needs escorts.

METALMED - It repairs the mechanic units in the field. Its effectiveness is estimated up to 60 % . The reparation is free. It has light shield and small mobility, so that metalmed needs escorts.

MOBILE BRIDGE - This is an engineering unit, which is necessary to get through the rivers and ditches. Because of low speed and weak shield, it should be protected and escorted.

SABOTEUR - This unit is alive. It attacks through self-destruction. The other features; great mobility, and weak shield.

DESANT - It is the parachute drops, possible only the headquarter set-up. Desant organisation is expensive and needs time.

JRM ARCO - This is an engineering unit adapted to mining process. When it works in the enemy area it clears it from mines. The unit is said to be very slow, the shield is weak.

W.I.T-8 - It is an unarmed vessel to transport the equipment. The mobility of the unit is medium, the shield is weak.

M.S.J.A - It is the artillery unit of a great range. However, the accuracy of fire is weak for distant attack. The mobility of the unit is weak and the shield is light. This weapon is appropriate for enemy base attack. It manages to attack the empty area, what is useful to clear minefields. It has mall chances in the combat, so it needs escort.

BATTLE SHIP - This is armed vessel of great firepower. Battle ship is mobile and it has resistant shield, what allows it to attack the in-land units and the aircrafts.

THE ZELD UNITS:

IXIOMIT CONVOYER - You should look at the Moroi units description.

OIL TANKER - as above.

LIGHT ATTACK VEHICLE - Check the DESTRAJDER description.

LASER VEHICLE - Check the MOBILE LASER CANNON.

GUARDIAN - Check the LIGHT INFANTRY.

HEAVY TANK - Check the COMBAT TANK.

SKY HUNTER - Check the HOVER AIR FREIGHTER.

CYCLONE - This is the air mine. It attacks the in-land units and aircrafts. Cyclone approaches them and next destroys itself, what makes it ideal to attack

cities and building assembly. The shield is weak.

DRIFTING MINE - You should look at the Moroi Units description.

DESANT - You should look at the Moroi Units description.

MOBILE ROCKET FORTRESS - Check the HELLFIRE ARTILLERY.

JAAD-GB28 - Check the M.S.J.A.

CYBORG CP-2000 - It is the self repairing fluid metal. The unit is very difficult to be destroyed and it is very effective to fight the infantry or medium equipped vehicles.

ARMOUR SHIP - Check the BATTLE SHIP.

ANIHILATOR - The aircraft fighter of great firepower and excellent mobility, it is very fast and can attack in-land units and aircrafts. The shield is tough. The unit is able to shoot exploding missiles of a great range, what makes it extremely useful to attack a large group of enemy objects.

MOBILE BRIDGE - You should look at the Moroi Units list.

W.I.T-7 - You should look at the Moroi Units list.

MECH WARRIOR - This is a big robot fighter, equipped with the heavy shield and medium mobility. It can use 2 machine guns of a large bore, what makes it useful in the main attack. It attacks the in-land units and aircrafts.

HAVE A LOT OF FUN!